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Relevance scale

A survey of research and practices of Network-on-chip



Tobias Bjerregaard, Shankar Mahadevan

June 2006 ACM Computing Surveys (CSUR), Volume 38 Issue 1

Publisher: ACM Press

Full text available: pdf(1.41 MB) Additional Information: full citation, abstract, references, index terms

The scaling of microchip technologies has enabled large scale systems-on-chip (SoC). Network-on-chip (NoC) research addresses global communication in SoC, involving (i) a move from computation-centric to communication-centric design and (ii) the implementation of scalable communication structures. This survey presents a perspective on existing NoC research. We define the following abstractions: system, network adapter, network, and link to explain and structure the fundamental concepts. First, r ...

Keywords: Chip-area networks, GALS, GSI design, NoC, OCP, SoC, ULSI design, communication abstractions, communication-centric design, interconnects, network-onchip, on-chip communication, sockets, system-on-chip

2 Link and channel measurement: A simple mechanism for capturing and replaying



wireless channels

Glenn Judd, Peter Steenkiste

August 2005 Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05

Publisher: ACM Press

Full text available: pdf(6.06 MB)

Additional Information: full citation, abstract, references, index terms

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

Keywords: channel capture, emulation, wireless

An architecture for secure wide-area service discovery

Todd D. Hodes, Steven E. Czerwinski, Ben Y. Zhao, Anthony D. Joseph, Randy H. Katz March 2002 Wireless Networks, Volume 8 Issue 2/3

Publisher: Kluwer Academic Publishers

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(365.68 KB) terms

The widespread deployment of inexpensive communications technology, computational resources in the networking infrastructure, and network-enabled end devices poses an interesting problem for end users: how to locate a particular network service or device out of hundreds of thousands of accessible services and devices. This paper presents the architecture and implementation of a secure wide-area Service Discovery Service (SDS). Service providers use the SDS to advertise descriptions of available ...

Keywords: location services, name lookup, network protocols, service discovery

Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

Efficient filtering of XML documents with XPath expressions

C.-Y. Chan, P. Felber, M. Garofalakis, R. Rastogi

December 2002 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 11 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(383.34 KB) Additional Information: full citation, abstract, citings, index terms

The publish/subscribe paradigm is a popular model for allowing publishers (i.e., data generators) to selectively disseminate data to a large number of widely dispersed subscribers (i.e., data consumers) who have registered their interest in specific information items. Early publish/subscribe systems have typically relied on simple subscription mechanisms, such as keyword or "bag of words" matching, or simple comparison predicates on attribute values. The emergence of XML as a standar ...

Keywords: Data dissemination, Document filtering, Index structure, XML, XPath

The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu June 2002 ACM Computing Surveys (CSUR), Volume 34 Issue 2

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(1.41 MB) terms

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching

algorithms, distributed systems, load balancing, routing mechanisms

Service infastructure and network management: MobiDesk: mobile virtual desktop



computing

Ricardo A. Baratto, Shaya Potter, Gong Su, Jason Nieh

September 2004 Proceedings of the 10th annual international conference on Mobile computing and networking MobiCom '04

Publisher: ACM Press

Full text available: pdf(580.39 KB)

Additional Information: full citation, abstract, references, citings, index terms

We present MobiDesk, a mobile virtual desktop computing hosting infrastructure that leverages continued improvements in network speed, cost, and ubiquity to address the complexity, cost, and mobility limitations of today's personal computing infrastructure. MobiDesk transparently virtualizes a user's computing session by abstracting underlying system resources in three key areas: display, operating system, and network. It provides a thin virtualization layer that decouples a user's computing ses ...

Keywords: computer utility, network mobility, on-demand computing, process migration, thin-client computing, virtualization

8 XML: XML screamer: an integrated approach to high performance XML parsing,



validation and deserialization

Margaret G. Kostoulas, Morris Matsa, Noah Mendelsohn, Eric Perkins, Abraham Heifets, Martha Mercaldi

May 2006 Proceedings of the 15th international conference on World Wide Web WWW '06

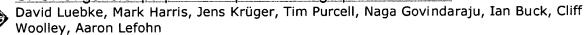
Publisher: ACM Press

Full text available: Topological pdf(303.88 KB) Additional Information: full citation, abstract, references, index terms

This paper describes an experimental system in which customized high performance XML parsers are prepared using parser generation and compilation techniques. Parsing is integrated with Schema-based validation and deserialization, and the resulting validating processors are shown to be as fast as or in many cases significantly faster than traditional nonvalidating parsers. High performance is achieved by integration across layers of software that are traditionally separate, by avoiding unnecessar ...

Keywords: JAX-RPC, SAX, XML, XML schema, parsing, performance, schema compilation, validation

GPGPU: general purpose computation on graphics hardware



August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

10 An architecture for a secure service discovery service



Steven E. Czerwinski, Ben Y. Zhao, Todd D. Hodes, Anthony D. Joseph, Randy H. Katz August 1999 Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking MobiCom '99

Publisher: ACM Press

Full text available: pdf(1.47 MB)

Additional Information: full citation, references, citings, index terms

11 Designing and mining multi-terabyte astronomy archives: the Sloan Digital Sky



Alexander S. Szalay, Peter Z. Kunszt, Ani Thakar, Jim Gray, Don Slutz, Robert J. Brunner May 2000 ACM SIGMOD Record, Proceedings of the 2000 ACM SIGMOD international conference on Management of data SIGMOD '00, Volume 29 Issue 2

Publisher: ACM Press

Full text available: pdf(429.09 KB)

Additional Information: full citation, abstract, references, citings, index terms

The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first of these projects, the Sloan Digital Sky Survey (SDSS) is creating a 5-wavelength catalog over 10,000 square degrees of the sky (see http://www.sdss.org/). The 200 million objects in the multi-terabyte database will have mostly numerical attribut ...

Keywords: Internet, archive, astronomy, data analysis, data mining, database, scalable

12 SelectCast: a scalable and self-repairing multicast overlay routing facility





Adrian Bozdog, Robbert van Renesse, Dan Dumitriu

October 2003 Proceedings of the 2003 ACM workshop on Survivable and selfregenerative systems: in association with 10th ACM Conference on **Computer and Communications Security SSRS '03**

Publisher: ACM Press

Full text available: pdf(1.01 MB)

Additional Information: full citation, abstract, references

In this paper we describe SelectCast, a self-repairing multicast overlay routing facility for supporting publish/subscribe applications. Select Cast is a peer-to-peer protocol, and lever-ages Astrolabe, a secure distributed information management system. SelectCast uses replication to recover quickly from transient failures, as well as Astrolabe's aggregation facilities to recover from long-term failures or adapt to changes in load or QoS requirements. In order to evaluate the scalability and ...

13 A survey of autonomic communications



Simon Dobson, Spyros Denazis, Antonio Fernández, Dominique Gaïti, Erol Gelenbe, Fabio Massacci, Paddy Nixon, Fabrice Saffre, Nikita Schmidt, Franco Zambonelli

December 2006 ACM Transactions on Autonomous and Adaptive Systems (TAAS),

Publisher: ACM Press

Full text available: pdf(300.86 KB) Additional Information: full citation, abstract, references, index terms

Autonomic communications seek to improve the ability of network and services to cope with unpredicted change, including changes in topology, load, task, the physical and logical characteristics of the networks that can be accessed, and so forth. Broad-ranging autonomic solutions require designers to account for a range of end-to-end issues affecting programming models, network and contextual modeling and reasoning, decentralised algorithms, trust acquisition and maintenance---issues whose soluti ...

Keywords: Autonomic communication

14 Designing for scale and differentiation

Karen R. Sollins

August 2003 ACM SIGCOMM Computer Communication Review, Proceedings of the ACM SIGCOMM workshop on Future directions in network architecture FDNA '03, Volume 33 Issue 4

Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, index terms

Naïve pictures of the Internet frequently portray a small collection of hosts or LAN's connected by a "cloud" of connectivity. The truth is more complex. The IP-level structure of the Internet is composed from a large number of constituent networks, each of which differs in some or all of transmission technologies, routing protocols, administrative models, security policies, QoS capabilities, pricing mechanisms, and similar attributes. On top of this, a whole new structure of application-la ...

Keywords: Network Architecture, extensibility, heterogeneity, scalability

15 Fast algorithm for creating space efficient dispatching tables with application to multi-



dispatching

Yoav Zibin, Joseph Yossi Gil

November 2002 ACM SIGPLAN Notices, Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '02, Volume 37 Issue 11

Publisher: ACM Press

Full text available: T pdf(312.23 KB) Additional Information: full citation, abstract, references, citings

The dispatching problem can be solved very efficiently in the single-inheritance~(SI) setting. In this paper we show how to extend one such solution to the multipleinheritance~(MI) setting. This generalization comes with an increase to the space requirement by a small factor of κ This factor can be thought of as a metric of the complexity of the topology of the inheritance hierarchy. On a data set of~35 hierarchies totaling some~64 thousand types, our dispatching data structure, based on a ...

16 Poster session: Wireless sensor networks: a power-scalable motion estimation IP for



hybrid video coding

Federico Quaglio, Maurzio Martina, Fabrizio Vacca, Guido Masera, Andrea Molino, Gianluca Piccinini, Maurizio Zamboni

February 2003 Proceedings of the 2003 ACM/SIGDA eleventh international symposium on Field programmable gate arrays FPGA '03

Publisher: ACM Press

Full text available: 🔂 pdf(187.05 KB) Additional Information: full citation, abstract

Wireless Sensor Networks are an emerging phenomenon in the research community. The design and development of network architectures and nodes implementation are fostering many research activities. Due to their wide application fields and pervasive employment possibilities, the investigation of novel classes of wireless sensor nodes is of great concern. In this paper we presented a novel Power-Scalable Motion Estimation IP suitable for video-surveillance over Wireless Sensor Networks. The proposed ...

17 Poster session: A four-bit full adder implemented on fast SiGe FPGAs with novel power control scheme

K. Zhou, M. Chu, C. You, J.-R. Guo, Channakeshav, J. Mayega, B. S. Goda, R. P. Kraft, J. F.



McDonald

February 2003 Proceedings of the 2003 ACM/SIGDA eleventh international symposium on Field programmable gate arrays FPGA '03

Publisher: ACM Press

Full text available: 📆 pdf(187.05 KB) Additional Information: full citation, abstract

The low operating speed of current CMOS Field Programmable Gate Arrays (FPGAs), i.e., 10-220 MHz, has prevented their use in high-speed digital applications. With the advent of IBM Silicon Germanium (SiGe) 7HP technology, designers have been able to design FPGAs operating in the gigahertz range. This paper is going to elaborate on the implementation of a 4-bit ripple-carry full adder (FA) on the new SiGe FPGA with new architectures and a novel power management strategy. The 1-bit FA can be reali ...

18 Poster session: Testing for bit error rate in FPGA communication interfaces

Yongquan Fan, Zeljko Zilic

February 2003 Proceedings of the 2003 ACM/SIGDA eleventh international symposium on Field programmable gate arrays FPGA '03

Publisher: ACM Press

Full text available: pdf(187.05 KB) Additional Information: full citation, abstract

FPGAs have witnessed an increased use of dedicated communication interfaces. With their increased use, it is becoming critical to test and properly characterize all such interfaces. Bit error rate (BER) characteristic is one of the basic measures of the performance of any digital communication system. We propose a scheme for BER testing in FPGAs, which exhibits a few orders of magnitude speedup compared to traditional software simulation methods. In this scheme, we include a novel implementation ...

19 Network Simulation II: Space-parallel network simulations using ghosts

George F. Riley, Talal M. Jaafar, Richard M. Fujimoto, Mostafa H. Ammar May 2004 Proceedings of the eighteenth workshop on Parallel and distributed simulation PADS '04

Publisher: ACM Press

Full text available: 🔁 pdf(187.54 KB) Additional Information: full citation, abstract, references

We discuss an approach for creating a federated network simulation that eases the burdens on the simulator user that typically arise from more traditional methods for defining space-parallel simulations. Previous approaches have difficulties that arise from the need for global topology knowledge when forwarding simulated packets between the federates. In all but the simplest cases, proper packet forwarding decisions between federates requires routing tables of size O(mn) (m is the number ...

²⁰ Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Additional Information: full citation, abstract Full text available: pdf(7.39 MB)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with oneof-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

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